

Meet Goosebumps' R.L. Stine!



November 1995

Disney

Adventures

Behind the Scenes With

GARGOYLES

Mr. Adventure

Chestbusting

\$2.99 Can. \$3.49



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1.



2.



3.

Can you match the meal with the fit of the jeans?



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B. Relaxed SSO™

C. Loose S60™

Levi's

Jumped, aren't you pat? Levi's® 606™ jeans fit kind of long and tubular. Levi's® 660™ jeans are cut with a lit-
le more stop over. And Levi's® 660™ jeans are made to fit way sloppy. Bat well, wear what you want, be happy.

Yes, it's once again the spookiest, creepiest, scariest time of the year. And it doesn't take much to give us the jitters. Here's a quick look at the **D.A.** staff's deepest fears (promise you won't use this against us):

Greg: "Being tickled."

Suzanne: "The sound of daytime TV."

Amy Mullins:

"That the Power Rangers will take over the world."

Michelle:

"Mayonnaise."

Sean: "Small, wiry, ratlike dogs."

Terri: "Pigeons."

Amy Reiter: "Rodents."

Christine: "Hiccups."

Liz: "Vampires—unless they're Tom Cruise or Brad Pitt."

Robyn: "Carpeting."

Chris: "The sound of Styrofoam being broken or rubbed."

Keri: "Driving through tunnels."

Heidi: "Dark, twisty cellar stairs."

Phyllis: "Creaks and

squeaks in a house at night."

Be brave...and don't forget to

Adventure

Hello

Go!



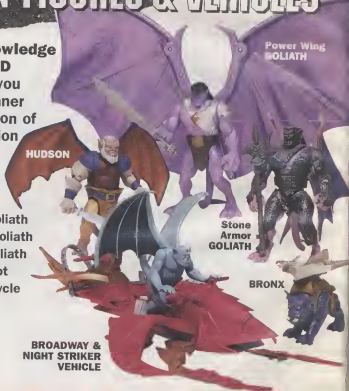
WIN THE WORLD OF

GARGOYLES

ACTION FIGURES & VEHICLES

Test your knowledge of the **WINGED HEROES** and you could be a winner of this collection of Gargoyles Action Figures & Vehicles including:

- Quick Strike Goliath
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- Mighty Roar Goliath
- Steel Clan Robot
- Rippin' Rider Cycle
- Lexington
- Xanatos
- Demona
- Brooklyn
- MacBeth



TEN LUCKY KIDS WILL WIN !

WHEN GARGOYLES COME ALIVE, EVIL CAN'T SURVIVE

Check your local listings for time and channel. ©BVTV



1 GOLIATH



2 LEXINGTON



3 XANATOS



4 DEMONA



5 BRONX



6 BROOKLYN



7 HUDSON

FOR YOUR CHANCE TO WIN, MATCH THE CHARACTER TO THE DESCRIPTION BELOW

How well do you know these Gargoyles characters? Match each Gargoyles character above with their correct description. Then write the answer on the official entry form below.

- A** Eager for excitement and conflict, will try anything. **B** He's as evil as they come. **C** The courageous leader of the clan. **D** Goliath's past love, present enemy.
- E** Defender of his master and a Gargoyles' best friend. **F** A wise old Gargoyles. **G** Loves to take things apart.

Kenner

OFFICIAL RULES

NO PURCHASE NECESSARY. TO ENTER: Print full name and address (city, state and zip code), date of birth and telephone number with area code on the official entry form, or on a 3" x 5" card and mail it postage prepaid to: Gargoyles Action Figures Sweepstakes, P.O. Box 4203, Chestertown, MD 21609. Entries must be postmarked by 11/15/99. 2,000,000 LIMITATIONS: Enter as often as you wish, but only one entry per resident. No mechanical reproductions allowed. Sweepstakes open only to children between the ages of 7 and 14 upon entering who are residents of the U.S.A. (excluding the territories, military installations and possessions) and all employees of Disney Magazine Publishing, Inc., Disney, Inc., the M2 Marketing Group, Inc., their affiliated companies, advertising and promotion agencies, or members of their families. No responsibility assumed for lost, misdirected, or late entries or mail. **SPRIZES:** Grand Prize (100): Set of Gargoyles Action Figures & Vehicles (approx. retail value of each set: \$140); First Prize (20): A Gargoyles Deluxe Action Figure (approx. retail value of each: \$3.99); Second Prize (100): A Gargoyles Action Figure (approx. retail value of each: \$3.99). Limit one prize per person or household. Prizes are non-transferable for cash or transferable and no substitutions allowed except at the sole discretion of the sponsor. All prizes are guaranteed to be awarded. **RESERVATIONS:** Void where prohibited and subject to all Federal, State and local laws and regulations. All entries become the sponsor's property and will not be returned. By entering this sweepstakes, winners consent to the use of their name/likeness for advertising, trade and promotional purposes without further compensation, except where prohibited by law. No responsibility assumed for damages, losses or injury resulting from acceptance of any prize. **SPONSORING:** Sweepstakes begins on 10/15/99 and ends on 11/15/99. Prizes will be randomly drawn on or about 11/30/99, under supervision of M2 Marketing Group, Inc., an independent judging organization whose decisions are final and binding. Date of winning based on the number of eligible entries received. **ODDS:** Will be notified by mail after 11/30/99. Winner's personal/physical details will be required to verify address and residence in affidavit of eligibility/voidance within 14 days of notification of prize or prize will be forfeited and no alternate winner selected. Odds, if any, are the responsibility of the winner for a list of winners (after 11/30/99) and/or the official sweepstakes rules, and is not intended, stamped elsewhere in: Gargoyles Action Figures Sweepstakes, P.O. Box 414, Chestertown, NY 11609. NY and NJ residents may omit the return postage.

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OFFICIAL ENTRY FORM



PRIZES:

- 10 GRAND PRIZES**
The World of Gargoyles Action Figures & Vehicles
- 20 FIRST PRIZES**
A Deluxe Gargoyles Action Figure
- 30 SECOND PRIZES**
A Gargoyles Action Figure

Write the correct letter next to its matching Gargoyles number.

1. _____ 2. _____ 3. _____ 4. _____
5. _____ 6. _____ 7. _____

NAME

AGE

ADDRESS

PHONE NUMBER

CITY

STATE

ZIP CODE

Mail To: Gargoyles Action Figures Sweepstakes
P.O. Box 4203
Chestertown, MD 21690

.....
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ADVENTURE

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Tell us and you could win
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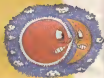
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MARVEL OVERPOWER CARDS™

Featuring
the

X-MEN

BERRIED



N

OW, FROM THE CEREAL THAT "BERRIES" YOU IN YOUR FAVORITE BERRY FLAVORS: MARVEL OVERPOWER CARD GAME FEATURING THE X-MEN! 21 CARDS IN ALL, 3 FREE IN EACH MARKED BOX! FOR A LIMITED TIME ONLY IN

BERRY BERRY KIX!
ONE BITE AND YOU'LL GET BERRIED!

3 FREE

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MARVEL **OVERPOWER**
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FRENCH TOAST PROFILE

NAME: Angelica Levy

AGE: 6

HOMETOWN: Queens, New York

FAVORITE SPORT: Doing cartwheels in the living room.

BIGGEST WISH: To turn my brother into a frog.

FAVORITE ACTIVITY: Playing with my Barbie Dream Boat.

HOBBY: Expanding my Barbie doll wardrobe.

LATEST ACHIEVEMENT: Convinced my mom to let me paint my fingernails.

GOAL IN LIFE: To be an Entertainment Director on a cruise ship.

CLOTHES: French Toast.

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How to become the star of the next French Toast Profile.

You can become a French Toast Profile model (if between the ages of 2 and 14 & a U.S. or Canadian resident). No purchase necessary. 1,000 available for judging with the selection of a national modeling... To get a copy of this complete official rules please send a self-addressed envelope to: Rufus (Contest #3), Become a French Toast Model, P.O. Box 787, Globetown, NJ 08027.

FOUR GRAND PRIZES

Four winners will... 1) Become a French Toast model and be eligible to be featured in future French Toast Profile ads. 2) Receive a one year representation agreement with Wilhelmna Models. 3) Receive a Compaq Personal Computer. (ARV \$2,000)



25 1st PRIZES

A set of 25 comic books from DC Comics. (ARV \$50)

25 2nd PRIZES

Monopoly Games from Parker Brothers. (ARV \$30)

100 3rd PRIZES

Barbie products from Mattel. (ARV \$30)

100 4th PRIZES

Mighty Morphin Power Ranger toys from Bandai. (ARV \$30)

100 5th PRIZES

Wilhelmna's World of Child Modeling Guide Book. (ARV \$15)

OFFICIAL ENTRY FORM

To enter please enclose entry form (or copy of entry form), photo of your child, send a descriptive profile outlining the profile categories from the ad above. Send it to: Become a French Toast Model (Contest #3), P.O. Box 844, Globetown, NJ 08027. All entries must be received by July 15, 1995.

Name

Address

City/State Zip Code

Telephone Age

Date of Birth Sex Size

Date of Entry Height Weight

Clothes, footwear and accessories.
You don't eat 'em. You wear 'em.

**FRENCH
TOAST**

Zip code.....

«Thanks!»

Your letters, photos
and comments.



Catty Cutouts

I really like tigers, and I cut out pictures of them or clip articles from magazines and collect tiger junk. Lately, I've been butchering my DISNEY ADVENTURES! (Sorry.)

ZEPHYR ROOS, 11
SANTA CRUZ, CALIFORNIA

Climbing Crazy

I'm in Girl Scouts, and I got accepted for a trip to go spelunking and rappelling a couple of years ago. It was great! We learned how to squeeze through small spaces and rock climb. I loved it! Now I go spelunking and rappelling whenever I get the chance! Rock on!

JENNI BEAUDROT, 13, PHOENIX, ARIZONA

Pics



Who are these masked men? TOMMY

POGUE, 10, and his brother, JASON, 7, of STATE COLLEGE, PENNSYLVANIA, pose as the Mask and Darkwing Duck for Halloween.

Write To US! What gets to your sweet tooth? We want the recipe for the strangest dessert you've ever created. Write to Zip Code/Strange Desserts, DISNEY ADVENTURES, P.O. Box 861, New York, NY 10113-0861. You can E-mail your letter to DAZip@AOL.COM. All materials sent become the property of DISNEY ADVENTURES, and all rights thereto are transferred to DISNEY ADVENTURES. They may be reprinted without compensation or acknowledgment and cannot be returned.

TOYS 'R' US

Disney's POCAHONTAS



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Sing Along

9.99



Disney
Pocahontas Audio
Sing Along

9.99



Mattel
Pocahontas Locket

3.99



Walt Disney
Pocahontas
Classic
Book

6.49



Mattel
Braided Beauty
Pocahontas

19.99

Mattel
Pocahontas Hut Playset

14.99

(doll sold separately)

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FEAST YOUR EYES

IN 3-D!
GUMMI VISION



IF YOU'VE NEVER SEEN
ONE OF THESE BEFORE, HERE'S HOW IT
WORKS. HOLD THIS PAGE UP TO YOUR EYES. TRY
TO LOOK BEYOND THIS PAGE, INTO THE BACKGROUND.
THEN SLOWLY PULL THE PAGE FROM YOUR FACE AND YOU'LL
DISCOVER A MOUTHFUL OF SQUISHY, FRUITY FUN.

CHECK OUT ALL 4 GUMMI SAVERS® FLAVORS INCLUDING WACKY FROOTZ.



buzz

Info to go and things to know!

No chapped lips here!



slang
Scare
Speak

patrol

This slang sneaked up on D.A. like a scary monster in the dark. No need to feel the fear, though—we've got our ghoulish gear.

A nightmare. Any unpleasant experience. "That camp-out was such a nightmare. It rained the whole time."

To die for. Something worth a week without MTV. "Am I glad I bought this Boyz II Men CD! It's to die for."

To feel the fear. To be nervous. "No need to feel the fear. The roller coaster doesn't look that old."

Ghoul gear. Ghostbusting tools. "Don't forget the flashlight. We don't want to get caught in the cemetery without our ghoulish gear."

Beau Garrett and Dawn Geer, from Paul Revere Middle School in Pacific Palisades, California, begged D.A. to eat lunch with their sixth-grade class, so we did. They served up their grossest lunch menu: squid burgers and avocado juice! No, thanks!



whoa no!

clothes

baggy pants,
jellies,
Airwalks

monkey suit
[one-piece
Lycra jumpsuit]

slang

"jacked up,"
"dope"

"Cowabunga!"

music

Flaming Lips,
Nirvana

Counting Crows,
Cher

sports

skateboarding

croquet,
lawn bowling

Bringing good taste
to TV every Friday!



© Disney

THE LION KING'S
Timon & Pumbaa

Go wild with all-new TV adventures!

Check local TV listings for time and channel.

JUNIOR REPORTER

HALL-WEEN COSTUME CONTEST

You know the drill. It's Halloween and you need a costume—fast! Our junior reporters came up with these Halloween duds for our staff to judge. Supplies couldn't cost more than \$10, and prepackaged, store-bought costumes were a no-no. And the winners are...

MOST CABLE-READY

ELISHA RIVERS as a TV set • "I really want to be an actress and be on TV, so I thought this was a pretty good idea." **SUPPLIES:** fabric, wire, pens.

COST: \$6.48

MOST PRIMITIVE

EVAN AXELBANK as a caveman • "For the beard, I put elastic on some cardboard and glued on the fur. The beard kept coming off the cardboard, so I had to keep gluing it." **SUPPLIES:** fur pillow, material. **COST:** \$9.98

MOST ENTERTAINING

ADAM KOGEAN as a marionette • "I thought about this costume for a month. I drew some designs on the computer and on paper. Then I came up with this!" **SUPPLIES:** string, gloves, wood. **COST:** \$4.50

MOST EDIBLE

JENNIFER SUN as a bunch of grapes • "I wanted to make something with balloons, and my mom and I were thinking that people have been jelly beans—and then we said, 'Grapes!'"

SUPPLIES: headband, felt, pipe cleaners, balloons, safety pins.

COST: \$6.25

Honorable Mention • **LAUREN CHAR:** accident victim • **ELIZABETH CUDILO:** night phantom • **RACHEL FARRIS:** rain forest • **ANDREW GAY:** Florida tourist • **ALEX KAMIN:** go-go girl • **SHANDA NEDLAND:** Hershey's kiss • **JOHN OLSON III:** criminal geek • **ADAM ROSE:** ghost • **LIZ SEATS:** Cruella De Vil

Nippy November



So there I was first time
on the highest of high dives,
my friends hangin' out down below.
Boy was I Nervous.



I mean I didn't want to end
up being pool-side pizza.

Then
Cap'n Crunch shows up
with my favorite cereal,
Cap'n Crunch's
Peanut Butter
Crunch.®



NOTHING
CAN STOP ME
NOW!!



That in your face
peanut butter taste
and the Cap'n gave
me all the confidence
I needed.

No fear here!
I did a total freefall.
My friends go wild. Cool!



You and the Cap'n make it happen!



GARGOYLES

**CREATE
THE LEGEND OF
THE GARGOYLES WITH
YOUR OWN GARGOYLES
STICKER COLLECTION**



**The complete
collection includes:**

- A 32-page album featuring scenes from the popular Saturday morning television show.
- 198 full-color stickers including 18 special holographic stickers.
- A pull-out poster you can decorate with stickers of your favorite Gargoyles characters.

**Look for
Gargoyles Collectible
Sticker Packets and Albums
at supermarkets, convenience,
drug, discount and
toy stores.**



*Then: (from left)
Gaby Hoffman, Christina
Ricci, Thora Birch,
Ashleigh Aston Moore.*

**Your
Guide to
TV, Movies,
Music and
More**

**M
O
V
I
E
S**

Growing up with your best buddies in the '70s wasn't any different from today. In *Now and Then*, four women get together and

remember one exciting summer. **Christina Ricci** (*Casper*), **Thora Birch** (*Monkey Trouble*), **Gaby Hoffman** (*Sleepless in Seattle*) and newcomer **Ashleigh Aston Moore** play the women as young girls. D.A. chatted with them about what went on behind the scenes.

First, we talked with Ashleigh, who plays Chrissy, a mama's girl who always dresses in—pink!

D.A.: Did you get to keep anything from the movie?

A.A.M.: I kept a shirt and a pink dress. I haven't found anywhere to wear the dress—it's a little outrageous.

D.A.: Anything strange happen on the set?

A.A.M.: They wanted to put extra highlights in my hair, and they accidentally colored my hair fuchsia!

Then we talked with Thora, who plays movie-star wanna-be Teeny, a boy-crazed glam-girl.

D.A.: Which scene was the most fun to make?

T.B.: The one where we get bombed with Jell-O. That was the most fun, because for the life of them, the boys couldn't hit us. The prop people had to come in and throw Jell-O balloons at us.

D.A.: How did you get



into the '70s mode?

T.B.: Before we started filming, the director sent us magazines and tapes of music and TV shows. We watched "The Partridge Family" and listened to songs like "The Locomotion" and "The Joker."

Gaby came by later. She plays Samantha, who is into séances and leads the girls on an adventure they'll never forget.

D.A.: In that scene where you drop your bracelet down the sewer and then try to retrieve it, there were rats on you! Ewww! Were they for real?

G.H.: They were real trained rats. They didn't like me because they had to sit on my shoulder while water poured down on them, and I had to scream and push them off my shoulder. By the second take, they were like, "Get away! I don't like you. You pushed me."

And then they lifted the rats up to get warm in front of the heaters, and I'd be there shivering.

Then Christina buzzed us. She plays tomboyish Roberta, who kisses the neighborhood enemy.

D.A.: Which character can you most relate to?

C.R.: Probably Teeny. I was always stealing my mother's makeup and dressing up when I was little, and I was extremely dramatic. I've always loved movie stars and stuff like that.

D.A.: What did you think of the clothes?

C.R.: At the first fitting, I almost started crying—they were the most unflattering clothes. But I seriously loved the clothes once I got into it and said, "OK, I'm going to look awful, but everyone looked awful in the '70s."

—Michelle Ernst

toys are us

Meet Buzz and Woody, the stars of *Toy Story*, the first-ever animated feature film done entirely on computer. **Tom Hanks** plays the voice of Woody, and **Tim Allen** is Buzz. They hang with a fun group of wacky toy friends: Mr. Potato Head, Hamm, Slinky, Bo-Peep, and Rex. D.A. took a trip to Pixar, the studio that made *Toy Story*, and found out all sorts of cool stuff.

For example, look closely at Woody's head. Now, count the hairs on his head. (You might need a magnifying glass.) How many are there?

We'll tell you many other crazy *Toy Story* facts in next month's issue of D.A.

Keep counting—96, 97, 98.... (OK, OK, the answer's on the bottom of the page.)

Howdy, partner! Woody's ready for a bang-'em-up big time!



Imagine If YOUR Dad Was Santa!

TIM ALLEN

Disney's
**The
SANTA
CLAUSE**

Own
The Fun
On Video
October 25!



WALT DISNEY PICTURES presents in association with HOLLYWOOD PICTURES TIM ALLEN "THE SANTA CLAUSE" An OUTLAW Production JUDGE REINHOLD
WENDY CREWSON and PETER BOYLE with MICHAEL CONVERTINO and LARRY BOCK Produced by CAROL SPIER Directed by WALT LLOYD
Produced by WILLIAM W. WILSON III CAROLINE BARON Executive Producers RICHARD BAKER RICK MESSINA JAMES MILLER Story by LEO BENVENUTI and STEVE RUDNICK
Screenplay by BRIAN REILLY and JEFFREY SILVER Produced by ROBERT NEWMYER Directed by JOHN PASQUIN

PG

CC

Walt Disney
HOME VIDEO

Trademark license: **Millon** Character Company

If you like scaring yourself silly with spine-chilling books like R.L. Stine's *Goosebumps*, check out these

new spooky series:

Christopher Pike has a new 12-book series called *Spooksville*, about the adventures of kids living in a haunted town. **D.A.** got the inside scoop from the writer....

D.A.: What makes a good scary book?

C.P.: Great characters and a mysterious, intriguing

setting. In *Spooksville*, there's a puzzle in the town that the kids follow to get to the other dimension, so the reader gets to go along.

D.A.: Anything scary happen since you started writing these books?

C.P.: No, but I do like to write late at night, between 10 p.m. and 4 a.m. It sets the mood.

The truth is out there—and now you can

GOOSE BUMPS GALORE!

read all about it! Aliens, ghouls, spooks and kooks are haunting the pages of *The X Files* books, with FBI agents Fox Mulder and



Dana Scully hot on their supernatural trail. **D.A.** hooked up with author **Les Martin**.

D.A.: Do you believe in aliens?

L.M.: Not at all. But I may be wrong.

D.A.: Will readers have to sleep with the light on?

L.M.: I don't think the books are *that* scary.

They're not designed to scare, but to make you

consider the possibilities.

D.A.: Do you think the truth is out there?

L.M.: It's out there, but no one knows what it is. We're so small and the universe is sooo big, how can we know?

Zodiac Chillers, by **Carol Ellis**, is a new series of the weird and creepy, organized by zodiac sign. The

first, *Rage of Aquarius*, is about Becky, who falls to a watery grave when her friends convince her to cliff jump.

Her ghost tries to get them to join her...and won't take no for an answer. Next: *The Scorpio Society*, *In Leo's Lair*, *Twisted Taurus*, *Pisces Drowning* and *The Thirteenth Sign*.

Terrifying tales of supernatural suspense creep into *Strange Matter*, a new series by **Marty M. Engle** and **Johnny Ray Barnes, Jr.** The stories involve kids in Fairfield Junior High, and some of the titles say it all: *Frozen Dinners*, *Nightmare*, *Deadly Delivery* and *Something Rotten*.

Bring Home The Power Of Your Favorite Superheroes Today!

As Night
Falls,
The Action
Explodes!



**A Fin-tastic
Feature-Length
Movie!**



Distributed by Buena Vista Home Video, Burbank, California 91521. © 1995 DIC Productions, L.P.
TM & © 1995 Street Wise Designs, Inc. Characters by Street Wise Designs with Joe Galliani.
© Buena Vista Home Video, Inc.

Buena Vista
Home Video



To get into the spirit of Halloween, D.A. took

a jaunt over to the set of "Here Come the Munsters," airing Halloween week on Fox TV.

Mathew

Botuchis, 12, who plays Eddie Munster, told us he sometimes wears his makeup in public, just to see people stare and laugh at his Spock-like ears. Mathew invited us into his office, and we tried to talk but constantly got interrupted!

D.A.: What happens to the Munsters in this show?

M.B.: Well, they're from Transylvania, and they get a note from their niece Marilyn telling them to come to America. Their dog, Spot, eats the mailman and part of the letter, so they don't get to read it all. They go to America, and Eddie goes to a new school. He doesn't like it, but he meets a cute French girl named Monique. But there's this class bully named Stanley...

Grandpa Munster



Smile, Eddie and family. Say (Munster) cheese!

stopped by for a quick little visit.

G.M.: You know, underneath all this gruesome makeup, he really looks like that.

M.B.: Shhh, don't tell them. It's supposed to be a secret.

Then CNN stopped by to film a news segment....

CNN: What do your friends think about all this?

M.B.: I'm from back East, so they don't know yet. But when they find out, I think some mouths are gonna drop.

Finally, we got to ask Mathew some

more questions.

D.A.: What's been your best Halloween costume?

M.B.: I went as King Arthur once. I had this big ol' Renaissance sword. And I was fully decked out in the crown and furry robe; it was amazing. I got a lot of candy. I was stoked.

D.A.: Are you going to be Eddie Munster for Halloween this year?

M.B.: Definitely.

—Liz Smith



Just in time for Halloween, our favorite trick-or-treater, Bart Simpson, brings us a trio of

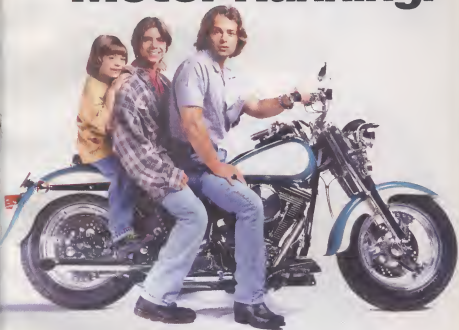
spooky stories in **Bart Simpson's Treehouse of Horror**. The creators of

Bone, *Modman* Comics and DC's *Stomon* bend, fold and mutilate lovable Bart in takeoffs of such classic fright flicks as *Cot* People and *Little*

Shop of Horrors (or, in this case, *Homers*).



Get Your **Comedy** Motor *Running!*



brotherly love

SUNDAYS 7/6 PM

NBC COMEDY SUNDAY 

Preview Touchstone Television's new fall season on the worldwide web <http://www.disney.com/TVplex>

D.A. SLEEPS WELL AT NIGHT, KNOWING THAT THE STONE WINGED CREATURES CALLED GARGOYLES PROTECT US. BUT WE THOUGHT IT WAS ABOUT TIME WE KNEW MORE ABOUT THEM. SO WE WENT BEHIND THE SCENES WITH...

**By
Debbie
Beyer**

GARGOYLES



MEET THE GARGOYLES

Here's a quick look at the "Gargoyles" gang. (From left to right: Bronx, Hudson, Lexington, Goliath, Brooklyn, Broadway, Elisa Maza and Demona.)

Goliath The mighty leader of the pack (his five gargoyle companions). He's big, strong, loyal and a deep thinker.

Elisa Maza A smart, athletic plainclothes detective who's a good friend of the Gargoyles.

Brooklyn A determined fighter who dreams of taking Goliath's place as clan leader.

Broadway A young Gargoyle warrior with a big stomach and an even bigger heart.

Hudson The former leader of the clan who's seen better days.

Lexington A technology buff completely awed by 20th-century stuff.

Bronx A Gargoyle beast with a doglike brain. He eats everything in sight and uses his powerful jaws and claws to fight like a monster.

Demona Sort of a terrorist Gargoyle warrior who totally hates all humans.

TV Show Secrets

Did you know that...

- Gargoyles can't actually fly. They use their batlike wings to swoop and glide on wind currents.
- If a Gargoyle is wounded during the night, spending the day in stone will heal any cuts, bruises or abrasions. However, if a limb is lost, it is lost for good.
- Gargoyles age at half speed. A 20-year-old Gargoyle will act just like a 10-year-old kid!
- Gargoyle moms lay eggs in 20-year cycles, and they take 10 years to hatch.

BEHIND THE SCENES OF THE TV SHOW "GARGOYLES"



D.A. checked out who and what makes "Gargoyles" come to life.

Supervising Producer Greg Weisman

is involved in every episode of "Gargoyles," from story ideas to the final edit. Big job!

D.A.: How do you get the cool, realistic look of the show?

G.W.: We use maps of New York to design the backgrounds. We use real locations, like museums and

skyscrapers. If Goliath flies over the Empire State Building, it's in the right place.

This gives the viewers the feeling that this might really be happening if they went to New York and looked around!

Story Editor/Writer Michael Reaves

helps invent story ideas, then works with writers to create the scripts.

D.A.: How do you come up with ideas?

M.R.: Well, the producers have a clear

idea of where the series is going. But we all come up with "springboards"—bare-bones ideas like "Gargoyles Go to Guatemala" or something.

Then we bat it back and forth to develop the plot and outline.

Character Designer

Greg Guler creates the characters from claw to wing tip, head to toe.

D.A.: Do you ever put your pencil down?

G.G.: Hardly. I have new characters to design for almost every show—new villains, races, animals.

D.A.: What are the toughest characters to design?

G.G.: Robots, because they have jets, blasters and even wings coming out of everywhere. They fly and have lots of attitude and movement.

D.A.: What makes "Gargoyles" characters stand out?

G.G.: After designing the character, I figure out where the shadows go to give it a 3-D appearance. And we use a lot of detail to make everything believable. For example, we watched "NYPD Blue" to get the real look for the police uniforms, because this is an action-adventure show, not a cartoon show.

New Season Surprises

This season is full of surprises. "Gargoyles" fans will:

- Find out what happened to the Gargoyle eggs left in The Rookery.
- See Tom, the peasant boy, make a comeback.
- Meet the New Olympians.
- Find out how Demona survived till the 20th century.
- Learn why Xanatos really hired Elisa's brother, Derek Maza.
- Meet Gargoyles native to Japan, London, Guatemala and the mystical island of Avalon.
- Discover a new race called the Children of Oberon.

MOON POWERS UNITE!

Sailor Moon™ and her friends are out to save the world from wicked Queen Beryl™! And with Sailor Moon's Sailor Locket™, the Cosmic Crescent™ Wand and the Cosmic Crescent™ Jewel Box, the power to become a superhero is now in your hands, too!



DOLLS

Poseable 6" dolls feature removable outfit and rooted hair. Also available in special 11.5" collector size.



SAILOR LOCKET

Inside locket, Empryrean Jewel™ lights up and plays two musical tunes! Silky necklace cord attached. 2 AAA batteries required.



COSMIC CRESCENT WAND

Star on handle plays music while lights flash. Empryrean Jewel Ring™ magically changes tune on wand and lights up. 2 AA batteries required.



COSMIC CRESCENT JEWEL BOX

The Jewel Box contains the Empryrean Jewel Ring™, to wear on your finger or attach to a floating heart necklace as a pendant.

SAILOR MOON

**BAN
DAI**

THE GARGOYLES SPEAK

Voice-over actors act into a microphone to help the "Gargoyles" characters talk and laugh and grunt and bark.

Casting and Dialogue Director

Jamie Thomason leads the voice cast in the studio.

D.A.: What happens at a voicing session?

J.T.: We record the show like radio theater, with all the actors in the booth, sitting at microphones. Sometimes when we rehearse, I have to get them into the story by saying something like: "So you've just been ejected from an airplane and are plummeting 10,000 feet, and you say... 'Aaaaah!'"

D.A.: What does it take to do voice-overs?

J.T.: You have to really use your imagination, but you also have to be a great actor. You have to be able to talk or cry out while flying through the air, swimming through water, getting blown up!

Goliath Keith David

D.A.: How do you become Goliath in the studio?

K.D.: Well, I don't sit there and turn to stone,

that's for sure! I hear the sound of his voice in my head. Working with all the other actors gets my imagination going, and Goliath just comes out.

D.A.: What are you hoping to say through Goliath's voice?

K.D.: A soft answer turneth away wrath. In other words, kindness will conquer anger.

Broadway Bill Fagerbakke

D.A.: What do you and Broadway have in common?

B.F.: I can certainly put a good amount of food away, but I like to think I'm a little wiser than he is.

D.A.: Since Broadway is such a big eater, do you ever really have to talk with your mouth full?

B.F.: I had to really play around with that. Sometimes I try it with food in my mouth, but that can get a little messy, so most of the time I get the sound without it.



Real Gargoyles

Hundreds of years ago, in medieval Europe (the years 500 to 1500), the original gargoyles were created. The stone statues sprouted from the tops of cathedrals and other awesome buildings, serving as rainspouts. When the water ran off their backs and through their howling mouths, it made a trickling sound, a gurgle, and that noise earned them the name "gargoyles." People believed the monster sculptures doubled as good watchdogs that protected the buildings from evil.

Brooklyn, Owen, and tons of other guest characters

Jeff Bennett

D.A.: Where did Brooklyn's voice come from?

J.B.: I combined a sturdy image with a modern sound, and it came out sounding a bit like Clint Eastwood.

D.A.: How many character voices do you do for each show?

J.B.: Usually, I do two or three.



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CINDERELLA STICKER
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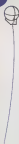
Look for Cinderella Collectible Sticker Packets and
Albums at supermarket, convenience, drug, discount and toy stores.



HOW TO DRAW GOLIATH

- 1) Begin with Goliath's head and chin. Then draw a line of action showing the direction of the body.
- 2) Draw in the torso in block form. Remember, Goliath is brave and noble, so he should stand tall and proud!
- 3) Draw the shapes of the arms and legs in block form.
- 4) Draw the wings and tail.
- 5) When the whole figure is blocked in, add details like clothes, fingers, toes, hair and facial features.
- 6) Clean up your drawing and—presto!—Goliath himself stands before you, ready to battle evildoers everywhere!

1



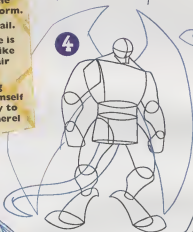
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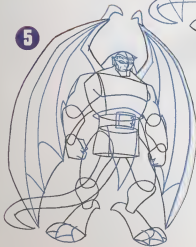
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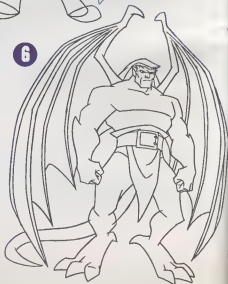
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5



6





**What are you
doing in there?**

My homework.



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and no one will know how much fun
you're having.

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your Mom will pay for.



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The Man
Who
Gives Us

Goose Bumps

His stories are
creepy, strange
and gross. Meet
R.L. Stine...

D.A. is a huge fan of R.L. Stine, the guy who writes those great *Goosebumps* books. And we're not alone: Since he wrote the first two *Goosebumps* titles in 1992—*Welcome to Dead House* and *Stay Out of the Basement*—the 35 *Goosebumps* books have sold more than 65 million copies. (That's enough for every kid 14 and under in America to have a copy!) And in a 1994 on-line poll of 1,400 kids, Stine was voted one of America's most admired people, right up there with Hillary Clinton and Shaquille O'Neal.

(Don't forget to turn the page to read the winner of our Scary Stories Contest—judged by R.L. Stine!)



BY KEITH
BELLOWS

D.A.: When did you decide to be a writer?

R.L.S.: When I was 9, I found an old typewriter in the attic. I dragged it down to my room and began just typing away. I knew even then that I would be a writer someday. A lot of kids tell me they want to be writers. I tell them not to worry about the writing so much as the reading. Read different authors. Read as widely as you can. Discover the different ways that writers write. Let it soak in. The writing will come.

D.A.: You get about 500 letters a week. What's the weirdest letter you've received?

R.L.S.: One of the strangest came just last week from an 11-year-old boy. He wanted me to send some of my garbage for a celebrity trash contest at school. So I sent him some cover proofs [color copies of a book cover].

D.A.: What are you working on right now?

R.L.S.: I'm working on *The Haunted Mask II*, a sequel that will be out this Halloween, and *The Headless Ghost*, which will be in stores this November. I've also sold a *Goosebumps* TV series to Fox for this fall. And I'm talking to some people who want to do a movie based on my other book series, *Fear Street*.

D.A.: Where do you get your ideas?

R.L.S.: I haven't a clue—even though I write 12

Goosebumps titles and 12 *Fear Streets* every year. That's a lot of ideas—two a month—but some people still don't think that's enough. I got a letter from a mother a while back asking if I could turn them out faster. Faster! I almost died.

D.A.: Are you afraid of the dark?

R.L.S.: Not particularly. I'm not a fearful person. I don't get scared by movies or books. I'm not superstitious.

D.A.: What's your biggest fantasy?

R.L.S.: My life has surpassed all of my fantasies.



The Scary Scoop on

R.L. Stine

Initials stand for: Robert Lawrence

Apartment decorated with: A tribal mask and a real skeleton **Fave raves as a kid:**

Comics like *Tales from the Crypt*, writers Edgar Allan Poe and Ray Bradbury, and *Mad* magazine **Scariest book he's ever read:**

Something Wicked This Way Comes by Ray Bradbury. "It's about a kid who sneaks out of the house to visit this weird circus. All sorts of strange things happen to him. I read it in junior high," Stine says. **Favorite TV shows:**

"Animaniacs" and the old "Twilight Zone." "Rod Serling is a bit of a hero of mine," says Stine. **Favorite drink:** Mountain Dew

Favorite food: Mint chocolate-chip ice cream **Favorite sport:** Football **Favorite teams:** The New York Giants and the Ohio State

Buckeyes **Favorite animal:** Bats

Scary stories

from the
desk of
R.L. Stine:

Readers, beware—you're in for a scare!

I remember an old monster joke...

First Monster: You have beautiful eyes.

Second Monster: Thank you. They were a birthday present from a friend!

Well, I think the winning story in D.A.'s Scary Stories Contest is a real eye-popper! Tavia Weinmann, 9, of Hinkley, California, has a creepy surprise for you—if you dare to look inside “**The Box.**”

I loved reading and judging **all** of your scary stories. They really got me in the mood for Halloween. That is a big holiday in my house. We always build a roaring fire in the living room and tell ghost stories. (Too bad we don't have a fireplace!) Then we bring out a huge tub of boiling-hot oil—and we take turns bobbing for french fries. Then we go into the kitchen and carve a jack-o'-lantern back into a pumpkin. (Try it—it's a real challenge!)

Your stories made this my scariest Halloween ever. I especially liked 12-year-old Jason Kuang's tree-house story. It had the **best** title of all—“**Truth or Scare.**”

Congratulations to these other finalists: Mindy Idleman, 12, who wrote a real puzzler; Jamie Miller, 12, who shouldn't play with dolls; and Adam Krause, 11, who wrote about a horror movie that was a real horror!

I also got a chill from Robert Latham, 13; Morgan McCrary, 13; Alexis Walker, 14; Jennifer McLean, 14; Jessica Westerhof, 9; and Lindsey Reedy, 12.

Congratulations, all. Keep writing—and keep up the good, creepy work!

R.L. Stine



C o n t e s t W i n n e r

THE

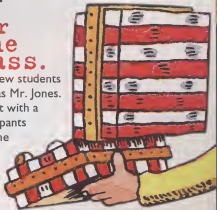


BY Tavia Weinmann

Tavia kept her head down as she walked into class.

It was a new school with a new teacher and new students to get to know. Her teacher was introduced as Mr. Jones. He was an average man, wearing a yellow shirt with a pocket stuffed with pencils. Beneath his black pants were brown leather shoes that clicked when he walked and bounced echoes off the walls, which were covered with reports, spelling tests and math papers.

Mr. Jones walked up to Tavia and told her she had to bring her own paper, pencils, crayons/markers, folders, ruler and scissors to class. He expected her to have them in her desk by the following day. He never smiled when he spoke to her. In fact, he stressed that he never lent pencils out, and if he had to, he



wouldn't be pleased.

The next day, Tavia did bring everything to class. She had her paper, one pencil, a box of crayons, two folders, a ruler and a pair of scissors, all marked with her name on them.

Over the next two weeks, Tavia did numerous reports, passed two spelling tests and had three math papers stapled to the wall. She couldn't remember ever writing as much as she did those two weeks. Mr. Jones loved to make his students write!

One day, during lunch, Tavia was talking to three girls she had gotten to know. Aaron, Larissa and Ashley were all sitting around Tavia, when Tavia noticed something peculiar. Aaron had one brown eye and one green eye. Ashley had one green eye and one blue eye, and Larissa had a blue eye and a yellow eye! Tavia couldn't believe it! She looked at the kids sitting at the other table. Everyone's eyes were different colors!

Everywhere she looked, the kids had different-color eyes. All the students had different-color eyes, but the teacher's eyes were normal...and Tavia's were normal, too.

Tavia asked her friends why they had different-color eyes, and they acted like it was a dumb question. "Everyone has different-color eyes. It's no big

deal," they'd reply. Tavia wondered how it could happen to everyone, but she didn't ask anyone again.

The next week, Tavia was sitting at her desk when Mr. Jones told the class to get out their pencils for a spelling test. Tavia reached into her desk, but there was no pencil! She looked in her desk and rummaged around. She even took everything out! Where could her pencil be? Mr. Jones saw the panic in Tavia's eyes....

"No pencil?" he asked.

"No," was all she could mutter.

Mr. Jones told Tavia to come to his desk. As she approached, she saw Mr. Jones pull out a big red-and-white-striped box. Mr. Jones looked deep into Tavia's eyes, and the class stared at her.

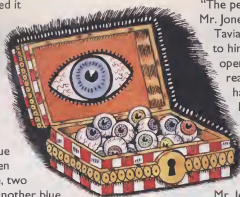
"If you want a pencil, you have to give me something in return. Have you ever heard the saying 'An eye for an eye, a tooth for a tooth'? Well," said Mr. Jones, "I want an eye."

Tavia stared in disbelief. Then she looked around the class. The students were looking at her as if they were waiting for her to hurry up. Tavia looked at Mr. Jones' face as he opened his box. The lid



creaked as he lifted it over and exposed the inside of the wooden box. Tavia put her fingers to her eye. Her mouth fell open as her hand came down and placed her blue eye next to a green one, a brown one, two yellow ones and another blue one. There were eyes of all colors filling the box—more eyes than the students in the class could possibly hold. Tavia went back to her desk with the pencil Mr. Jones gave her from his shirt pocket and began taking her spelling test.

After the test was completed, Tavia went up to Mr. Jones to retrieve her eye from the box.



"The pencil first," said Mr. Jones.

Tavia gave the pencil to him, and as she opened the box, she realized her eye had rolled around! It wasn't where she put it in the box. She saw blue eyes, but not her blue eye!

Mr. Jones grew impatient. "Pick an eye!!" he roared.

Tavia grabbed a green eye and sat down quickly. Her class smiled at her. She belonged now. Everyone looked the same—they all had experienced the box.

...

Remember: If you ever go to a new school where everyone has different-color eyes, buy lots of pencils and take them to class!

THE END



GIMME A BREAK • GIMME A BREAK • BREAK ME OFF A PIECE OF THAT KIT KAT BAR.

#1: Hammer



#2: Karate



HOW TO



BREAK IT



#3: Steamroller



#4: You

GIMME A BREAK • GIMME A BREAK • BREAK ME OFF A PIECE OF THAT KIT KAT BAR.

GIMME A BREAK • GIMME A BREAK • BREAK ME OFF A PIECE OF THAT KIT KAT BAR.

MR.
ADVENTURE

Searches for Ghosts

Are you
afraid of
ghosts? Try
spending the
night in a
haunted
house, or two
or three.
That's what I
did—and I
didn't get much
sleep! I also
teamed up with
some real
ghostbusters as
they
investigated
mysterious
happenings at a
haunted
restaurant.
Read on...
if you **dare!**

The Ghost Is Inn



Among the residents of Banta, California, there's a friendly man with a great sense of humor. Although he's been known to play pranks on

people now and then, few people mind. After all, he's dead. His name is Tony, and he haunts a local restaurant, the Banta Inn. The ghost's playful antics make some people laugh. Others flee in terror. The strange happenings at the Banta Inn make it a perfect hot spot for investigating ghost activity. So I headed to this hotbed of strange doings with my expert ghostbuster pals, Loyd Auerbach and Barbara Gallagher. They are both parapsychologists—trained pros at studying the paranormal, or weird and hard-to-explain happenings. With their equipment and expertise, we hoped to find some explanations—and maybe some Tony.

By **Sean Plotner**

DISNEY ADVENTURES 39

The history: In 1968, Tony, a bartender, suffered a heart attack and died in the Banta Inn. Soon after, diners started reporting lots of objects mysteriously moving around inside the restaurant. Bottles slid across the bar, ashtrays rose from tabletops and slammed back down, and change stacked itself in the cash register. These movements still occur today. A lot. Tony's ghost has also been spotted at least three times at the inn.

Loyd has studied this place many times. During a visit, one of the restaurant's

two chandeliers started swaying. The problem? No wind was blowing. And on another visit, at 3 a.m. the jukebox mysteriously played a song all by itself—while it was unplugged.

During our investigation, we covered the inn thoroughly, using Loyd's special ghost gear:

Loyd and Barbara brought their high-tech ghost gear to detect Tony's movements. Tony, of course, is dead.

Raytek Raynger: Point the Raynger at a particular spot, and it detects temperature changes. "Paranormal activity often causes hot or cold spots," Loyd says.

Magnetometer: This device measures magnetic fields. According to Loyd, stronger magnetics seem to exist where paranormal stuff happens.

Thermal Vision: This camera-and-monitor setup shows heat patterns. "It's supposed to detect surface temperatures only, but we've caught temperature readings in midair, where there shouldn't be any," says Loyd.

We set up the gear and turned it on. Then we waited.

Nothing happened.

But wait! That's not the whole story. During the evening, plenty of strange things happened. Tony was 'definitely around. It's just that our equipment didn't record changes in magnetism or temperature. Here is what we experienced:

The flying bottle:

Donna, one of our research assistants, was leaning against the bar sipping her drink. When she reached for it a few minutes later, the bottle was gone. She looked around the room, and there, on a corner table 20 feet away, was her bottle—empty! "I was scared," Donna said. "I didn't believe

in ghosts, but that changed my life."

The slippery saltshaker: As a reporter sat at a table interviewing the inn's owner, a





Banta

Inn

Scared? Who, me? Just because a chandelier sways with no wind and the jukebox plays unplugged? Tony lets nothing at the inn sit still for long.

Ghostly Phenomena When you hear about a place that's haunted, it usually means one or more of the following is present. **Apperition:** A ghost of a dead person that you can see, hear and interact with. It has intelligence and personality, and usually has a reason for its appearance, such as having suffered a traumatic or mysterious death. **Haunting:** The replaying of a recorded traumatic event from the past. Only certain sensitive people can perceive a haunting, which plays over and over the same way and in the same place without changing, like a video. An example would be the sounds of cannons firing on a deserted Civil War battlefield. **Poltergeist:** The mysterious noises or movement of objects that revolve around one person in a specific location. Examples include silverware floating through the air, or appliances turning themselves on and off.

saltshaker mysteriously fell from their table. Instead of crashing to the floor, it slowly rode down the reporter's knee and leg before landing on the floor—right-side up.

Jolt from the jukebox: D.A.'s photographer, Sandra, watched as CDs in the jukebox spontaneously started flipping wildly. "There's no way anybody could have flipped through all of them as fast as they were going," Sandra said. "But I'm the only one who saw it. And just when my sister looked over, they stopped!"

Something was going on in the Banta Inn that night. Something strange. Something Tony.

Mansion of Murder

After saying goodbye to friendly Tony and the Banta Inn, I headed to Arizona. My mission was to survive a night in one of the most haunted houses in America—Oliver House.

No roads lead to Oliver House. The house stands smack in the middle of an old Wild West town called Bisbee, yet towering trees and a nearby school completely hide it from view. Follow a winding footpath—if you can find it—across a footbridge, and you'll come to the creaky front gate.

Welcome to the mansion of murder. For 87 years, the trees have cloaked

"I won't sleep at night if I don't tell you this! There are five ghosts in the house, but only one of them is violent."

the house in a somber isolation that suits its long history of death, violence—and hauntings.

The house was built in 1908 for executives of a mining firm. Eventually it became a guest house. In 1975, the mining company pulled out and Bisbee turned into a forgotten ghost town.

Ten years ago, the town underwent a major restoration, and life returned. A man named Dennis Schranz reopened Oliver House.

Dennis knew little about the building when he bought it. The night they signed the papers, the seller suddenly pointed at Dennis and screamed: "I won't sleep at night if I don't tell you this! There are five ghosts in the house, but only one of them is violent." Dennis—not one to freak out about silly ghost

stories—shrugged it off, signed the papers and headed up the hill to spend his first night in Oliver House.

Alone in his locked, upstairs bedroom that night, Dennis heard footsteps in the hallway, coming toward his room. The doorknob jiggled. "When it stopped, I heard the footsteps again," Dennis told me. "Only now, they were in my room—yet no one was there!"

Since then, the house has unleashed numerous nightmares on visitors. Guests have reported creepy events, including more footsteps and even

*Too late to turn
back now! Once
through the gate,
I knew my fate
was in the hands
of some restless
spirits.*



oliver House

ghost sightings. Housekeepers have been quick to quit, and Dennis' loyal dog even refused to enter the house.

Dennis conducted some historical research and learned that at least five people had been murdered at the house in separate incidents since 1920.

The ghostly occurrences today are surely a result of this violent past, although exact connections are hard to make. Dennis, now a believer, has twice had the house blessed by priests. But the weirdness continues.

I spent my night in Oliver House with D.A. photographers Sandra and Jason—alone. Not even Dennis joined us. At the time, I didn't know much about the history of murders and

any moon glow from hitting Oliver House. We locked the doors and headed upstairs.

Our trio made a solemn pact: "We're not pulling any scary pranks on one another," Jason said sternly.

"And if anything happens to you tonight, wake the others up," I added.

Were we scared? We could sense the place was spooked.

I wanted some water, so we all headed downstairs together. None of us wanted to be left alone *anywhere* in the house.

"Where are the lights?" I asked.

"Over there," Sandra whispered in the darkness.

I flicked a switch, but nothing happened. Then another—same thing. None of the lights were working, and yet they had been on just hours before.

Peering through the dark, I saw that Sandra and Jason, who'd been quarreling earlier in the day,

were so frightened that they were holding hands.

I found a flashlight and got my drink in the kitchen. As I turned to head back upstairs, a loud bang came from the dining room. We carefully peered in from the doorway and heaved a sigh of relief: The wind was banging a big branch against an open window. I shut it, and we all ran up the stairs.

Time for bed. Just before I killed the lights, Sandra and Jason rushed in.

Who Ya Gonna Call?

Before I started out on my haunted-house tour, I asked Loyd: "What if I see a ghost?" Here's his answer: **1.)** Say "hello." Don't be afraid, and try not to freak out like Christina Ricci does in *Casper* when she first sees the little guy. **2.)** Ask the ghost why it is there. You may get an interesting answer, such as "I used to live in this house." **3.)** Don't be too quick to assume it's a ghost. Look for other explanations. Weird sounds in your house could be water running through old pipes, and strange movements could be caused by a breeze through an open window. **4.)** Try not to run in fear. If you run, you could trip down stairs or run into a wall. That's a lot more painful than remaining calm and smiling.

strange happenings at Oliver House. I learned all the facts following my night there.

The three of us were assigned adjoining rooms upstairs. "I don't like that one much," said Dennis as he pointed me to my resting place.

After arranging for an 8 a.m. breakfast, our host left. A chilly breeze blew outside, and a bright moon lit up the night sky. But the trees prevented

Since there was a couch and an extra bed in my room, could they stay with me? I couldn't refuse. We put two cameras and a tape recorder nearby, just in case we needed them during the night, and slipped into sleep.

Throughout the night, Sandra and Jason woke repeatedly to loud banging noises. They convinced themselves that it was just the wind, so they never woke me. Other than that, the night was peaceful.

And then, as the sun started to creep over the horizon, I woke up. I saw my roommates snoozing away and I shut my eyes to go back to sleep.

And then I heard them. Footsteps. They were making the floorboards creak and groan outside my room. *Scuh-weeeek, scuh-weeeek.* The steps moved slowly and deliberately. They started at the top of the stairs, just outside my room, and headed to the room next door. *Scuh-weeeek...scuh-weeeek...scuh-weeeek.* I was certain that somebody was out there. The footsteps then entered the room next door and stopped.

I was alert, awake and totally unafraid. After all, I figured the footsteps belonged to Dennis. He had simply come over early to get breakfast ready. And he was probably laughing at the three fraidy cats sleeping in one room. Without lifting my head from the pillow, I opened my eyes. I could see into the adjoining room, right where the footsteps had stopped.

Nobody was there. I blinked and looked again. Nothing. Then I heard the footsteps, much fainter now, trailing down the long hallway toward the other end of the house.

Sandra and Jason were asleep, but I decided not to wake them. After all, it was just Dennis, right?



**We
checked
out all the
rooms,
except
the attic.
Nobody
wanted to
go up
there.**



"Good morning," I said when I saw him in the kitchen.

"Good sleep?" he asked.

"Uh, sure," I said. "And how about you? What time did you come over this morning?"

"Oh, about 20 minutes ago."

I nearly screamed. He seemed genuinely surprised, so I told him about the mysterious footsteps. His jaw dropped as he listened. "That sounds just like what I heard my first night here," he said.

We packed up and got out of there. Fast. When I consulted a

parapsychologist who has studied Oliver House, he was convinced that the footsteps were those of the uneasy spirit of a man who'd been shot outside my room—75 years

ago. The murderer was

never caught.

"The fact you didn't know in advance about the footsteps makes your visit all the more scientific," he added. "I do believe you experienced a touch of the paranormal."

I rolled over for another hour of sleep.

After I rose and showered, I told

Sandra and Jason that Dennis had come by pretty early. Jason looked shocked. "What do you mean?" he asked. "Dennis just arrived, while you were in the shower."

I mentioned the footsteps. We all looked at one another in disbelief.

As we walked downstairs, I asked my friends to say nothing about this. I wanted to test Dennis.

The Vendome balcony gave me chills (above), but my imagination was the scariest thing at La Posada.

One Haunted House Just Wasn't Enough

As if Oliver House weren't scary enough, I slept in two more haunted houses. The first, Hotel Vendome in Prescott, Arizona, has a room supposedly haunted by a ghost named Abby, who lived and died in the upstairs room where I slept. A few strange things happened to me—I felt a sudden, brief chill on the balcony, and my room buzzer once rang on its own. These could be explained by odd weather or bad wiring, so I wasn't too scared. Every night can't be Halloween, right? But at La Posada, an old house in Santa Fe, New Mexico, it was a different story. Julie, the ghost there, didn't show herself, but I was terribly afraid just thinking about her. Julie's room was old and creepy, and my imagination got the best of me. I got no sleep the entire night. "The real stuff is less spooky than your imagination," Loyd says. How true.



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Here Comes a Solar Eclipse

BY BOB DAILY

Imagine that you're walking down the street one morning, when suddenly the temperature drops, the sky goes black and birds stop singing.

Is it the end of the world? Nope. Just a **solar eclipse**. One of nature's coolest spectacles, a solar eclipse occurs when the moon gets between the sun and Earth, casting a giant shadow on our planet.

Solar eclipses can be either partial or total. Partial solar eclipses—when the moon blocks only some of the sun's rays—occur more often and can be seen from more places on Earth.

A total solar eclipse is a coincidence, in a way. The sun happens to be 400 times bigger than the moon, and the moon happens to be 400 times closer to Earth than the sun is. The result: They seem to be exactly the same size in the sky. If the moon were any smaller or closer, a total eclipse could never occur!

The next total solar eclipse will occur on October 24. That's the good news. The bad news? You can



see it only if you're in southern Asia or the western Pacific. In case you can't make it, here's what will happen:

For about an hour, the sky will slowly grow darker. Then the moon will pass in front of the sun and start to block out the sun's disk. Picture an Oreo cookie with a bite chomped out of it, and you get the idea.

Holiday Shopping Made Easy



Because you don't have all the time in the world like these characters, we have a tip on how to make your holiday shopping a breeze. Give gift subscriptions to *Disney Adventures* to all those special kids on your gift list. You can save up to \$21! And you don't have to leave your chair — well, except to mail this card.

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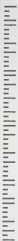
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(Never look directly at the sun without special viewing glasses, even during an eclipse. The sun's rays can severely damage your eyes.)

When the moon has completely covered the sun, the ring of light around the sun (called the **corona**) will burst into view (shown in photo). Long tongues of fluorescent hot gas (called **prominences**) shooting from the sun's surface will be visible for several minutes.

Things on Earth get freaky during an eclipse. Stars shine in the sky. Animals react as if it were night—birds stop flying, mosquitoes start biting, squirrels get ready to sleep, and chickens go to roost.

Before they learned to predict eclipses, people freaked out when the sun disappeared. To explain this strange event, they made up stories (see **Eclipse Explanations**).

Another total solar eclipse—one that can be seen from the United States—will occur on August 21, 2017. Mark your calendars now!

Eclipse Explanations



People who lived long ago were so spooked by eclipses that they made up stories to explain what was happening. Here are a few:

- **Talk about heartburn!** People from many cultures believed a giant animal or monster was devouring the sun. The Chinese thought a dragon was eating the sun; so did people in Iran, Lapland, and India. Others thought the sun was lunch for a puma (Bolivia), jaguar (Argentina), werewolf (Serbia)—or even a vampire (Siberia).
- **Next time, try aspirin.** According to the Aymara Indians of Bolivia, a solar eclipse meant the sun was sick. They lit fires to keep the earth warm until the sun recovered.
- **Anybody got a match?** Chippewa Indians in North America thought the sun was running low on flames. They shot burning arrows into the sky to relight the sun's fire.
- **Break it up!** One South American tribe believed a solar eclipse meant the sun and moon were fighting. Members of the Kalina tribe in Suriname thought the moon had knocked the sun unconscious. To bring the sun back to life, they banged on hollow objects and yelled, "Wake up, Papa!"



weird yet true

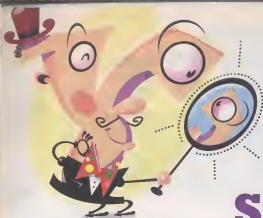


Off With Their Heads

If you cut off a cockroach's head, the roach can live for weeks.

If you cut off an earthworm's head, the worm can grow another one back!

America once **issued** a



Letter Perfect

Eleven capital letters in the English alphabet look the same in the mirror as they look straight on. Check 'em out: A, W, T, I, O, U, H, M, X, V, Y.

Name Game

Know someone named Candy Cane or Bob Sled? Here are some other

real people with weird names:

Ure A. Pigg of Portland,

Oregon; **Ima Hogg** of

Houston, Texas; **Serious**

Misconduct

of Welwyn, England; **General**

Error of Pueblo, Colorado;

Dr. Safety First of Tulsa,

Oklahoma; **Pearl Harbor**

of Birmingham, Alabama;

Honor Roll

of Birmingham, Alabama;

E. Pluribus Eubanks

of San Francisco, California.

Sugar High



In a lifetime, the average person eats about 35,000 cookies and 1,500 pounds of candy (that's the weight of **five** baby elephants).

made cents at the time.)

5-cent bill. (Guess it

techno mania blowout

Unless you're a video-game technowizard, chances are you're confused about all the new gaming systems and game titles. D.A. logged a lot of hours checking 'em out, and we unearthed some excellent gaming tips for several megahot 16-bit and 32-bit games. It's all packed into this expanded edition of TechnoMania!

Smashin' Systems



NINTENDO
VIRTUAL BOY

Venture into the next generation

What's a "next generation" video-game system? Sega and Sony have both released 32-bit, CD-based systems that offer more-realistic, 3-D graphics; faster game-play speed; and better sound. Nintendo has released the Virtual Boy and will launch the Ultra 64 (a 64-bit system) in April 1996. These are called "next generation" systems because the technology is far more advanced than the 16-bit Genesis and Super NES. Here's what each system offers.

Sony PlayStation

Price: \$299.00 • **Now available**

The Sony PlayStation is an incredible CD-based, 32-bit system. The system's computer reacts instantly to your movements and, at the same time, displays detailed 3-D graphics.

• **Hot PlayStation games:**

Mortal Kombat 3, NBA Jam T.E., Batman Forever, Tekken, Primal Rage, and Battle Arena Toshinden.



Sega Saturn

Price: \$399.00 • **Now available** • Saturn's graphics and speed set this CD-based system apart from the Genesis. The Saturn displays graphics with

more than 16 million colors on the screen and can generate 3-D graphics, so games look just like they do at the arcade.

• **Hot Saturn games:** Virtua Fighter, Bug!, Clockwork Knight, Daytona USA, Primal Rage, Robotica, and Myst.



Nintendo Virtual Boy

Price: \$179.00 • **Now available**

It's the first portable 3-D gaming system, generating polygon graphics (shapes that rotate, zoom and scroll quickly) as you look into a View-Master-like gadget.

• **Hot Virtual Boy games:** Galactic Pinball, Mario Clash, Red Alarm, Teleroboxer, and Mario's Tennis.

Nintendo Ultra 64

Price: \$250.00 • **Coming April '96** • Get ready for a 64-bit, cart-based gaming system that features true arcade-quality graphics and sound.

• **Hot Ultra 64 games:** Killer Instinct, Cruisin' USA, RoboTech, Monster Dunk, Red Barron, Turok: Dinosaur Hunter, and Top Gun.



Nintendo Game Boy: Play It Loud Series

Price: \$54.95 • **Now available** • Nintendo's Game Boy has been around, but the new Play It Loud series comes in six colors. And great 16-bit games are being adapted to the Game Boy to create new challenges for gamers on the go. • **Hot Game Boy games:** Killer Instinct, Donkey Kong Land, Disney's Aladdin, Kirby's Dream Land 2, Zoop, and Street Fighter II.

—Jason R. Rich

Holy

Joystick

The Hottest Holiday Video Games—and Secret Tips!

Joystick If you've got to keep your holiday gift list short, put these gotta-have-'em games on it, and you'll be the most stylin' kid on your block. The video-game powers that be gave us inside tips, so you can impress your friends with your know-how!

BATMAN FOREVER

Players:

One or two

Systems:

All popular formats

Mission: Batman and Robin must save Gotham City from Two-Face and the Riddler.

Worlds: 8

Difficulty: Brainer

When you think you're stuck in the Arkham Asylum (Level 1), look for the holes in the floor. To move down to the lower platform, press the R button, then Down on the Super NES. To avoid getting hit by the train, perform Batman's Cape Morph (tap the Y button repeatedly, while holding the L button on the Super NES).



BUG!

Players: One

System:

Sega Saturn

Mission: You're an insect, and you must rescue your friends from the evil clutches of Queen Cadavera.

Worlds: 6 (18 levels total)

Difficulty: Brainer

Your new pal Bug can use potent spit attacks once you help him locate the SpitWad power-up. It's a handy way to squash your opponents without actually touching them. Don't forget to collect those Blue Crystals. Grabbing 100 of them on each level will send you to the bonus stage—the Dragonfly Ring Chase!





What are you
doing in there?

My homework.



Up by six. Third down. Five to go. Two
minutes remaining.

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THE MASK

Players: One

System: Super NES :

Mission: You're the ssssmokin' masked marvel, fighting bad dude Dorian Tyrel to save beautiful Tina Carlyle.

Levels: 7

Difficulty: Brainer

To get out of dangerous situations, use a Morph Power. Some possible morphs include transforming into a tornado, pulling a giant mallet out of your pocket or squeezing an Ahooga horn. For a maximum blast of Mask Energy and Morph Energy, track down your canine pal Milo, who is always hiding.

—L.R.R.



Going Gargoyles

**The inside scoop
on Gargoyles:
The Video Game**

Players: One

Systems: Genesis
and Super NES

Worlds: 8

Stages: 24

Experience the thrill of

transforming from a stone statue into a mighty living creature of the night.

- Game producer Patrick Gilmore shared some secrets for controlling Goliath, the Gargoyle leader. "Goliath's most powerful moves are his ducking kick and the body slam. The best time to use a body slam is right after you hit an opponent with a quick jab, because he's temporarily immobile. This is an awesome way to get rid of enemies," says Gilmore. "Make Goliath flap his wings during a jump, and he'll travel much further. A lunge attack lets Goliath smash apart walls and open secret passages. Exploration is important, so use lunge attacks whenever you suspect there's someplace new you can go."

—J.R.R.



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wacky characters that take you through the ins and outs of the on-screen workbench where you'll learn about what makes electricity crackle: conductors, capacitors, transistors, diodes, terminals. The works.

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Cybercrafts Fun With Electronics. It starts where other CD-ROMs leave off.

Pop in the CD-ROM for a step-by-step journey through the basic principles of electricity and a how-to on 25 projects. School should be this much fun!



This is the workbench. The real lab version of what you'll see in 3-D on screen. Other interactive CDs don't have one. Bummer.



These are the components you'll use to build your projects. (Marconi may have invented the radio. Bet he never had this much fun putting it together.)

FUN WITH ELECTRONICS

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the official character
of the 1996 Centennial Olympic
Games thought you should
know:

**Betcha
didn't
know...**

Olympic Facts:

- ◆ Although no one knows when the games in Olympia in ancient Greece really began, the first recorded history dates back to 776 B.C. **Coroebus** is the first champion of record, having won the 200 meter dash.
- ◎ **James B. Connolly** of the U.S.A. won the triple jump to become the first recorded champion of the modern Olympic Games. The Games held in Athens in 1896 were attended by 260 athletes and coaches, while as many as 50,000 people watched the events.
- ✕ **The Centennial Olympic Games will be held in Atlanta during the Summer of 1996.** Over 16,000 athletes and coaches are expected to attend, with over 5,000,000 people expected to be watching worldwide as our athletes try to bring home the gold.



stars in his very own video and computer game

GAME SECRETS



Greek Village 2 After sliding down the first vine in the game, jump back up the vine. Above the middle platform at the top of the vine, you will find a 1-UP to the right. At this point Judges will appear and give you a special bonus!



Greek Village 1 Jump straight UP to find the hidden egg. The egg will then open and Izzy morphs into a fencer!



US GOLD

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Izzy's Adventure available in September on PC CD-ROM
Izzy's Quest for the Olympic Rings available in October for
the Super Nintendo and Genesis systems.

● Dangerous Creatures

(Microsoft). This disk is guaranteed to give you the willies. Just for starters, there's video of a spider sucking the juice out of a grasshopper. Lots of sound effects chill you to the bone.

● Spider-Man Cartoon Maker (Knowledge

Adventure). Create animated cartoons with all of Spidey's friends and foes. Pick a background and then drag the characters across the screen—they run or jump at your command. Add music, sound effects and even your own voice.

● **The Random House Kid's Encyclopedia (Knowledge Adventure).**

The VidKids guide you through the multimedia Fact-ory. It's full of sounds and minimovies about any topic. Or go on the Zoomscape



Scavenger Hunt
through a wild
3-D museum.

● **Are You Afraid of the Dark?: The Tale of Orpheo's** (Nickelodeon).

Curse (Nickelodeon). You've sneaked into a spooky old theater that's been abandoned—or has it? Suddenly you're trapped with a headless ghost and an evil illusionist. Use clues in a crystal ball, a mummy's tomb and a room full of weird stuff to lead you out.

● The Legend of Kyrandia Book Three: Malcolm's Revenge (Westwood Studios).

Malcolm, the crazy court jester of Kyrandia, has been imprisoned for 18 years. But now he's out and wreaking havoc in the kingdom. You wreak havoc with him. Wander through the toy factory or the town dump, looking for revenge.

—John Cade





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Extra

Reported by:

Christine Donnelly
and Heather
HammermeisterTim Allen
Races Cars!

Every once in a while, Tim Allen of "Home Improvement" trades in his tool belt for a seat belt—in a souped-up stock car. Yep, the actor has taken up auto racing. Tim's goal? "To get my time down to where it's not embarrassing," he has said. Tim finished 11th at his first pro race earlier this year, so there's definitely room for improvement. Aar! Aar! Aar!



Hockey With an Octopus

Question:

What Detroit Red Wings favorite has eight legs, 43 years of ice time, but no goals?

Answer: An octopus!

waiting for the goals. They were throwing them before the game," says arena manager Al Sobotka. In one game, his staff swept 54 dead octopuses off the ice. That's a lotta legs—432, to be exact, and a real

Since 1952, Detroit hockey fans have celebrated goals by hurling the rubbery critters onto the ice. The bizarre tradition is all in good fun—a stray octopus here, a stray octopus there. But during the playoffs last June, octopus hurlers got a little out of hand. "Fans weren't



feast for fish in a nearby river, where the smelly seafood gets dumped after games. This season, arena guards are keeping watch for fans carrying slimy parcels, while OctoDrop barrels at arena gates motivate fans to throw more octopuses—into the garbage.

It's the Best
Month of the Year

1. The World Series gets going October 21.
2. We're well into the NFL schedule, and D.A. loves football.
3. Michael Jordan and his NBA pals start slamming away in just a couple of weeks.
4. Octopuses are once again flying onto the ice in Detroit!

"He's Superman.
I'm Superboy."

-Shaquille O'Neal, comparing himself to Michael Jordan

Bike Slang
Granny
gear.

The lowest gear on your bike, used for really steep hills.

"I'm whipped, but if we shift into granny gear, we can make it to the top of that ridge!"

Mountain

Snake It

What combines the carving sensation of surfing, the maneuverability of snowboarding and the concrete jungle of skateboarding? A Snakeboard—the hottest new thing on wheels. At first glance it seems like a skateboard, but

instead of standing on a single piece of fiberglass on wheels, you strap onto two swiveling platforms connected by a durable plastic bar. Riding is a bit trickier, but you get sharper turns and

can even speed up hills. D.A. wanted to know more, so we caught up with

slitherin' Kelly Dean, one of the top snakers in the world.



Kelly Dean

Ocean Beach,
San Diego
Age: 20

Skateboard
experience:
Six years

Snakeboard
experience:
Three years

On Basic Maneuvers "Once you get the basics down, the Snakeboard is pretty easy. It's all in your toes and the shifting of body weight. Shift all your toes together, swing your weight back and shift forward. Then point your toes out, and you just go. It takes a little while to get that motion going. You've got to stick with it."

On First Tricks "Try 360-degree turns or nose manuals [riding on the front two wheels]. Just full-on skateboarding moves."

On His Sickest Trick "I've pulled a 50/50 grind down a 15-stair handrail (above). That's when both trucks [the brackets that attach the wheels to the board] ride on the surface you're grinding—in this case, a metal handrail."

On What it Takes "It looks easy, but kids hop on the board for like two minutes and then go 'Aw, I can't do this anymore.' It takes time. Just persevere."

On Bumps and Bruises "Wrist guards and elbow pads are definitely needed. I wear an elbow pad on my hip. My hip is like jelly from all my spills. It's no joke. If you fall, you fall hard. Definitely wear your pads."

—Chris Nieratko



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STREET Training Camp

Ready...set...hut, hut, hut!! It sounds like...looks like...yep, it is—pro football time! You remember those guys who didn't go on strike last season? Well, D.A. caught all the action and even went to the Super Bowl. There we joined a bunch of lucky kids for a serious workout with some top NFL pros. Here are some tips we learned:

Cornelius Bennett **Linebacker, Buffalo Bills**

"To get into your defensive football stance, crouch with your weight down low. If you stand up high, you'll get knocked hard. Keep your head up, and your shoulders parallel with your feet. When the ball is snapped, your first step is everything. So put one foot back. That saves time in getting a quick start. And make some noise. You've got to make some noise!"

Tim McGee **Wide Receiver, Cincinnati Bengals**

Tim's three steps to **catching a pass**: "The first key is hand position. Catch the ball with your hands, not your body. If the ball is below your waist, put your pinkies together (right). If it's over your head, get your thumb tips together. Second, keep your eyes on the ball. Look it in. And third, tuck it away so you don't drop it or fumble. And practice for perfection!"



Jessie Hester **Wide Receiver, St. Louis Rams**

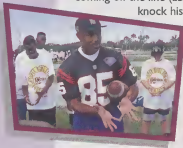
Beating the bump and run: "How do you beat Deion Sanders? As a receiver coming off the line (above), you must knock his hands away!"

Whoever hits the other guy first usually wins the matchup."

Bernie Kosar **Quarterback, Miami Dolphins**

Bernie is big on **discipline**. "If you drop one of my passes, you have to do five push-ups!"

—Sean Plottner



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MUSIC Awards

**PUMP UP
THE VOLUME!**

And speak out loud! Raise
your voices **NOW** and tell us
who you think is the **HOTTEST**
in the music biz. Remember to
mail your completed survey
by November 22, 1995.

ONE (1) GRAND PRIZE:

A Gibson Nighthawk electric guitar.

FIFTEEN (15) FIRST PRIZES:

A Disney soundtrack CD collection:
Pocahontas, *Rhythm of the Pride Lands*,
and *Classic Disney: Volumes I and II*.



Turn the page to find the survey and entry form.
Put your completed survey in the mail by
November 22, 1995. Send it to:

Music Awards Sweepstakes
DISNEY ADVENTURES
P.O. Box 862
New York, NY 10113-0862

Gibson
USA



DISNEY ADVENTURES 69

OFFICIAL RULES

No Purchase Necessary.

Must be ages 7-14 to enter.

1. On an official entry form or on a plain piece of 3" x 5" paper, hand print your complete name, address (including zip code), birth date and daytime telephone number (including area code). 2. Mail your completed entry to Music Awards Sweepstakes/Disney Adventures, P.O. Box 862, New York, NY 10113-0862. Entries must be postmarked by November 22, 1995. Not responsible for lost, misdirected, illegible, or late entries or mail. Enter as often as you wish; limit one entry per envelope. No mechanically reproduced entries permitted. Entries become the property of Disney Magazine Publishing, Inc. and will not be returned.

3. Winners will be selected in a random drawing on or about December 1, 1995, from all eligible entries received.

4. Sweepstakes open to residents of the U.S. who, as of November 22, 1995, are ages 7-14. Employees of Disney Magazine Publishing, Inc., its parent and affiliated companies, its advertising and promotion agencies, and the families of each are not eligible. Void in Puerto Rico and where prohibited by law. All federal, state and local laws and regulations apply. The odds of winning depend upon the number of eligible entries received.

5. Prize winners will be notified by mail on or about December 15, 1995. Return of any prize notification as undeliverable will result in disqualification and an alternate will be selected. Limit one prize per family/household. No substitution or transfer of prize permitted. All federal, state and local taxes on prizes are the sole responsibility of winner's parent/legal guardian. Acceptance of prize offered constitutes permission to use winner's name and/or likeness for advertising, trade purposes and promotional use without further compensation. All prizes will be awarded. 6. **GRAND PRIZE:** (1) Gibson Nighthawk electric guitar (approx. retail value: \$925). **FIRST PRIZES:** (15)

A Disney soundtrack CD collection: Pocahontas, Rhythm of the Pride Lands, and Classic Disney: Volumes I and II (approx. retail value for each set: \$52). 7. For the names of winners, available after December 1, 1995, send a self-addressed, stamped envelope to Disney Adventures/Music Awards Sweepstakes Winner, 114 Fifth Avenue, New York, NY 10011-5690. Washington and Vermont residents may omit postage. Promotion runs from October 17, 1995 to November 22, 1995.

1 My favorite kinds of music are (check as many boxes as you want):

- ☐ Pop/Top 40 ☐ Alternative ☐ Heavy Metal
☐ Soul/R&B ☐ Country ☐ Oldies
☐ Rap ☐ Dance ☐ Grunge
☐ Rock ☐ Hip-Hop

2 My favorite male singer is: _____

3 My favorite female singer is: _____

4 My favorite group is: _____

5 My favorite song is: _____

6 My favorite CD or tape is: _____

7 My favorite music video is: _____

8 The coolest-dressed musician is: _____

9 The musician or group I'd like to see on a D.A. cover is: _____

10 The musician or group I'm sick of is: _____

11 If I could be a roadie on any concert tour, I'd pick: _____

12 Tattoos on musicians are: ☐ crazy ☐ cool ☐ so stupid

13 The greatest musician/group (dead or alive) in the whole wide world is: _____

14 If I could be in any band, I'd sing/play _____ in _____

Your Name _____

Date of Birth _____

Grade _____

Are you a boy or a girl? _____

(Area Code) _____

Phone Number _____

Address _____

City _____

State _____

Zip Code _____

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COMICS ZONE



WELCOME TO THIS MONTH'S COMICS ZONE

Five reasons why Halloween is my favorite holiday:

(1) black cats; (2) telling ghost stories around a jack-o' lantern; (3) fun-size Snickers bars; (4) fake vampire teeth;

(5) I can wear my pirate hat *anywhere*!

Goliath and the rest of the Gargoyles have their own problems on Halloween, as you'll read in "All Hallows' Eve." Also, those put-upon pets, **Chainsaw** and **Waffles**, star in an adventure all their own in this month's **Goof Troop**.

GARGOYLES

in "All Hallows' Eve" PAGE 72

GOOF TROOP

in "The Adventures of Waffles and Chainsaw" PAGE 86

Let me know what you think.
Write to me:

Heidi MacDonald
DISNEY ADVENTURES
114 Fifth Avenue
New York, NY 10011-5690
or
E-mail: ComixAce@AOL.COM

Heidi



GARGOYLES





THAT'S THE SCARIEST THING I'VE EVER SEEN, GOLIATH!



THE INTENDED EFFECT WAS AMUSEMENT, LEXINGTON.



DON'T FALL FOR LEXINGTON'S ANTICS, GOLIATH. THEY'RE GOING TO LOVE YOU AT THE HALLOWEEN PARADE TOMORROW NIGHT.

*PRONOUNCED "SAH-WIN"

IN OUR TIME, ALL HALLOWS' EVE WAS KNOWN AS SAMHAIN* AND IT WAS NOT A TIME OF LAUGHTER, ELISA



IT WAS A NIGHT OF SORGERY AND PERIL.

TIMES HAVE CHANGED, GOLIATH. HALLOWEEN IS THE ONE TIME WHEN WE CAN GO WHEREVER WE WANT. EVERYONE DRESSES UP.

IT'LL BE FUN! I HEAR THEY GIVE OUT MUNCHIES ALONG THE WAY!



I STILL DON'T THINK THIS IS A GOOD IDEA. WE DON'T KNOW WHAT COULD HAPPEN.



HUDSON, I KNOW YOU HAVE ONLY THE BEST INTERESTS OF YOUR CLAN AT HEART, BUT I REALLY THINK THIS IS A GREAT OPPORTUNITY.

I'VE DECIDED IT'S A RISK WORTH TAKING. HUMANS NEED TO KNOW THEY CAN TRUST US, HUDSON. TOMORROW NIGHT MAY MAKE A START.

WHILE
ELSEWHERE—



KNOWING
THEM AS I DO, I'M
SURE GOLIATH AND
HIS CLAN WILL USE
HALLOWEEN TO
HAVE A PUBLIC
OUTING!



BUT I
KNOW HUMAN-
KIND WELL,
TOO! THEY WILL
ALWAYS FEAR
GARGOYLES!



WITH THIS
HOLOGRAPHIC
TRANSMATERIALIZER
FROM XANATOS
LABS, I'LL MAKE
SURE THOSE YOUNG
GARGOYLES LEARN
FIRSTHAND WHAT
THIS WORLD
THINKS OF
THEM!



THIS
WILL BE A
HALLOWEEN TO
REMEMBER!



HALLOWEEN NIGHT IS DISRUPTED BY THE APPEARANCE OF THE WEREOFX* ... BUT THE PARADE GOES ON THE NEXT NIGHT.













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MORE THAN
\$15.00
OFF THE NEWSSTAND PRICE!

YES! Please send me 12 issues of
DISNEY ADVENTURES for \$19.95!

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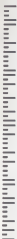
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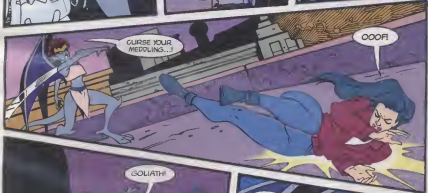
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Hey Kids! Take the Gibson Quiz!

Can you match the numbers on the Gibson guitar below to the list of guitar parts? Send your answers to Gibson and get a free Gibson pog.* (winners at bottom, no peeking!) but they don't all have to be right to get your free Gibson pog!



- ☐ Pickup
- ☐ Neck
- ☐ Headstock
- ☐ Tuners
- ☐ Fretboard
- ☐ Tone and volume controls

Mail answers to:
Marketing Department

Gibson[®]
USA

641 Massman Drive
Nashville, Tennessee 37210
1-800-4-GIBSON

This guitar is a Gibson Nighthawk

1. Headstock, 2. Neck, 3. Tuners, 4. Fretboard, 5. Pickups, 6. Tone and Volume controls

*Good through August 31, 1996 or while supplies last.

AND SO, BEFORE
LONG—



YOU
WERE RIGHT, ELISE.
AT LEAST FOR THIS NIGHT
WE CAN WALK AMONG
HUMANS AS THEIR
FRIENDS.



AND IF WE CAN
ACHIEVE HARMONY FOR
ONE NIGHT, WHO KNOWS
WHAT MIGHT HAPPEN
TOMORROW?



END

IT'S SCOOBY-DOO AND IT'S SCARY TOO!



THE GANG GOES FISHING
FOR FUN AT THE FAIR



SCOOBY SNIFFS OUT
THE CLUES!



SHAGGY™ AND SCOOBY™
SEARCH FOR
SCOOBY™ SNACKS



LET'S GET OUTTA
HERE, SCOOB!

Scooby-Doo® where are you? Scooby,
Shaggy, and the gang are up to their zany tricks again!
You'll have to find all the creepy clues to solve the spooky
mystery! Packed with classic Scooby® sound effects,
terrific Hanna-Barbera® cartoon animations, and hidden
surprises, Scooby-Doo® Mystery is a scream!



SUNSOFT

SUPER NES

GENESIS

AS SEEN ON
CRAYON
CRAZORS

AKlaim
ENTERTAINMENT

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WAFFLES
AND
CHAINSAW
WERE THE
BEST OF
FRIENDS!



THEY LIVED IN TWO BIG HOUSES THAT WERE RIGHT NEXT TO EACH OTHER, SO THEY COULD PLAY GAMES AND HAVE FUN ALL THE LIVELONG DAY!

OH, THEY WERE VERY HAPPY!



THEY ROMPED
AND PLAYED
AND PLAYED
AND ROMPED
AND ROMPED
AND PLAYED!

AND
ROMPED.

AND
PLAYED.

YES, THEY WERE AS
CLOSE AS FRIENDS
COULD BE!



THEN ONE DAY, WHILE
PLAYING THEIR FAVORITE
GAME OF HIDE-AND-
SEEK, WAFFLES HID IN
THE WRONG PLACE!

"OH, NO!" HE
THOUGHT,
"WHAT HAVE
I DONE?!"

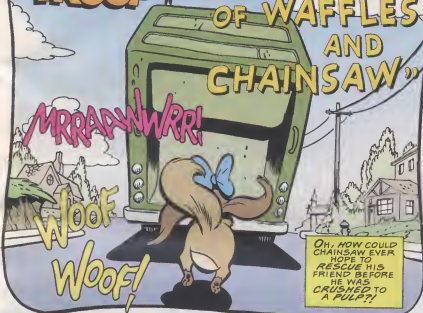


"HEEELP!"
WAILLED
WAFFLES.
"OH,
HEEELP!"

CHAINSAW HEARD THE DESPERATE
CRY AND RAN UP JUST IN TIME TO
SEE HIS FRIEND GET DUMPED
INTO A GARBAGE TRUCK
EQUIPPED WITH AN AUTOMATIC
CRUSHING UNIT!

GOOF TROOP

"THE ADVENTURES OF WAFFLES AND CHAINSAW"



OH, HOW COULD CHAINSAW EVER HOPE TO RESCUE HIS FRIEND BEFORE HE WAS CRUSHED TO A PULP?!

"I KNOW!" THOUGHT CHAINSAW...

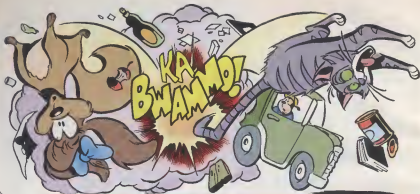
SO THAT'S JUST WHAT HE DID!



"I'LL BLOW UP THE GARBAGE TRUCK! THAT'LL STOP IT FOR SURE!"



"NO, NO, DON'T PUSH THAT BUTTON!" YELLED THE GARBAGEMAN, BUT IT WAS TOO LATE!



WAFFLES WAS BLOWN FREE, ALL RIGHT--BUT HE FLEW THROUGH THE AIR IN *ONE* DIRECTION, WHILE CHAINSAW FLEW THROUGH THE AIR IN *ANOTHER*!

FORTUNATELY, WAFFLES MISSED THE PAVEMENT--

--AND LANDED SAFELY IN A RIVER--

SPANG!

--WHERE HE DRIFTED LAZILY ALONG

BUT HE SOON BEGAN TO WORRY BECAUSE THE RIVER WAS BEGINNING TO MOVE FASTER...

...UNTIL IT BECAME A RAGING RAPIDS!

...AND FASTER...

FOOOOSH!

AND AT THE END OF
THOSE RAPIDS WAS
A **BOTTOMLESS
WATERFALL!**

LUCKILY, CHAINSAW
HAD TRACKED HIS
LOST FRIEND TO THIS
VERY SPOT! IN THE
NICK OF TIME, HE
SWOOPED TO THE
RESCUE!

FSHOOD!

**AAAAE
OOOAA!!**

GURK--!

BUT ALAS, THEIR TROUBLES WERE
ONLY JUST BEGINNING! FOR AS
SOON AS WAFFLES AND CHAINSAW
HAD SWUNG THEMSELVES UP TO
SAFETY--

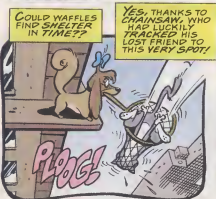
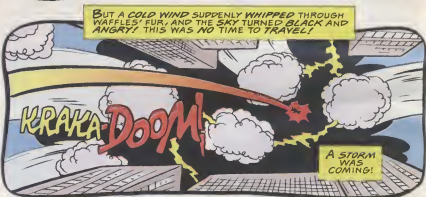
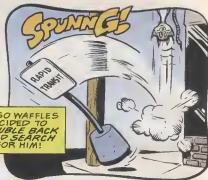
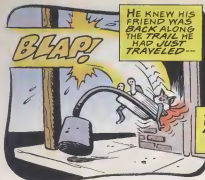
--THEY WERE SEPARATED
ONCE MORE!

WHEN WAFFLES FINALLY GOT A
GOOD LOOK AROUND HIM, HE
DIDN'T RECOGNIZE ANYTHING!

SPLUCH!

SCREEECH!

HE WAS FAR, FAR FROM HOME,
AND WITHOUT CHAINSAW HE FELT
LOST AND ALONE!



IN THE NICK OF TIME, HE
SNATCHED HIM FROM THE
JAWS OF DOOM!

"EASY!" SAID CHAINSAW.
"WE SHALL ENLIST THE HELP OF
THESE KIND CROWS!"

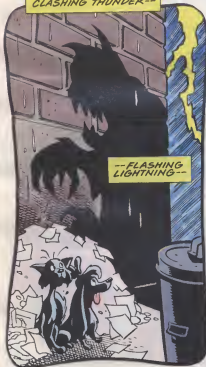
ONCE THE
KIND CROWS
HAD
DELIVERED
THEIR
BURDENS
SAFELY
TO THE
GROUND--



--WAFFLES AND CHAINSAW
SCAMPERED INTO A DARK
ALLEY TO WAIT OUT THE
TERRIBLE STORM!



IT WAS A LONG NIGHT
FILLED WITH
CLASHING THUNDER--



--FLASHING
LIGHTNING--

WAFFLES AND CHAINSAW
SOON FELL ASLEEP AND
DREAMED OF BEING HOME!

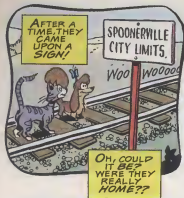


MORNING CAME
AT LAST, AND
WAFFLES AND
CHAINSAW,
REFRESHED
AFTER A
GOOD NIGHT'S
REST--



--AND STRANGE, SPOOKY
SHADOWS THAT LOOMED
OVERHEAD!

--RESUMED THEIR
JOURNEY!

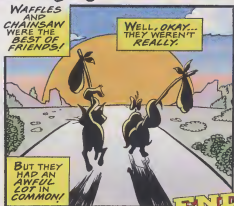
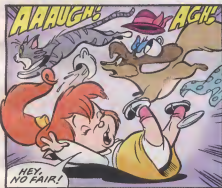
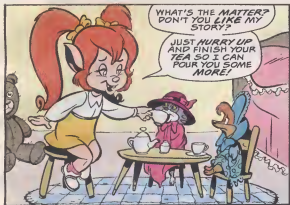


--AND CLOSER--



--AND CLOSER--





END

puzzles

..... use your brain!

alter ego Think you know your superheroes? Prove it! Match each superhero with his or her alter ego.



Superhero

Batgirl
Batman
Beast
Carnage
Cyclops
Incredible Hulk
Robin
Spawn
Spider-Man
Spider-Ham
Superman
Wolverine
Wonder Woman

Alter Ego

Bruce Banner
Barbara "Babs" Gordon
Dick Grayson
Cletus Kassidy
Clark Kent
Logan
Hank McCoy
Peter Parker
Peter Porker
Diana Prince
Al Simmons
Scott "Slim" Summers
Bruce Wayne

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answers

Batgirl/Barbara "Babs" Gordon
Batman/Bruce Wayne
Beast/Cletus Kassidy
Carnage/Cletus Kassidy
Cyclops/Scott "Slim" Summers

Incredible Hulk/Bruce Banner
Spider-Man/Peter Parker
Spawn/Al Simmons
Robin/Dick Grayson

Spider-Ham/Peter Porker
Superman/Clark Kent
Wolverine/Logan
Wonder Woman/Diana Prince

YOU THINK THEY KNOW?

I DON'T
KNOW. LET'S
ASK THEM.

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WKDS-AM, Baltimore, 1570
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WAOZ-AM, Cincinnati, 1360
WISZ-AM, Grand Rapids, Mich., 640
WOMX-AM, Orlando, Fla., 950
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KDZZ-AM, Albuquerque, 1520
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On sale at newsstands everywhere **NOVEMBER 14!**

see
you next month!



The toys are alive!

I'll tell you how

filmmakers made the new
computer-animated movie
Toy Story, which features

Tom Hanks

as the voice of



Woody, and **Tim Allen**

as the voice of Buzz

Lightyear.

Liz

What could be better than designing
toys all day—and getting paid for it?
We went behind the scenes with
several **toy designers** and got
the scoop on this dream job.

Sean

Goof Troop, Darkwing Duck

Mr.

Adventure
walks on
the wild
side with a **rattlesnake**,
several **gorillas**, a **rhino**
and a deadly **Gila monster**.
All this and more in
our next issue!



Phyllis

and Toy Story...coming up

in the next Comics Zone!



Heidi

THIS GAME WILL KNOCK YOU OUT!



THE FIGHTING EDITION™

It's a one-on-one, head butting, body slamming, jaw breaking, bone crunching, all out slugfest, featuring the Thunder Megazord®, the Shogun Megazord®, the White Tigerzord®, Lord Zedd®, Goldar® and many more of the best loved and hated Power Rangers® characters. With incredible graphics, brain numbing sound effects, and a non-stop barrage of hand-to-hand combat, this is one game that's really gonna knock you out!



BANDAI

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BATTLE YOUR BRAINS OUT!



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